Rail Projects Victoria Regional Rail Revival Design Challenge 2050

Challenge Rules - *Please read these entry terms and conditions carefully*

1. By entering the Regional Rail Revival Design Challenge 2050 run by your local Tech School, you accept the Regional Rail Revival Design Challenge 2050 Terms and Conditions. If you fail to abide by any of these Rules, you and your team may be disqualified from the Regional Rail Revival Design Challenge 2050 at the sole discretion of the participating Tech School.

2. Students will enter the Regional Rail Revival Design Challenge 2050 as a team of between 3 and 6 students.

3. Entry to the Regional Rail Revival Design Challenge 2050 is free of charge and is restricted to students in years 4-6 in Gippsland, 7-10 in Geelong and 5-10 in Bendigo and Ballarat regions, as invited by their local tech school.

4. Teams must have submitted a Team Registration + Project Brief by **27 October 2021** to be eligible to submit an entry. Teams are required to nominate a teacher from their school as co-ordinator and point of contact.

5. At least two members of each team members are required to have attended the Regional Rail Revival Design Challenge 2050 online Starter Day along with their supervising teacher.

6. Multiple team entries can be submitted by eligible schools (with maximum number to be determined in consultation with participating Tech School), but each requires a separate Team Registration + Project Brief.

7. Regional Rail Revival Design Challenge 2050 entries must be submitted by email to your local Tech School along with all required links, files and viewing permissions or passwords. Entries must be received by **5.00pm 15 November 2021.**

8. Regional Rail Revival Design Challenge 2050 **entries** are only valid when each of the following components are submitted:

   a. A design prototype (or digital documentation of a prototype) of one of: (i)Technology or app-driven transport solution; (ii) Communications campaign;
      (iii) Product prototype; (iv) Building/architectural or system design

   b. An online video pitch presentation (with password if required)

   c. A written reflection on each stage of the project design process using the template provided (APPENDIX 1 – RRR Design Challenge 2050 Team Reflection Template)

9. Teams may optionally submit digital or print presentation materials to promote their innovation or demonstrate its functionality (Maximum of 2 x single sided A3 pages).

10. Teams are permitted to seek advice or mentoring from industry; however, they must acknowledge any assistance of this nature in their Project Design Process and Team Reflection Template.

11. Regional Rail Revival Design Challenge 2050 entries remain the intellectual property (IP) of student teams, but by entering the challenge, the participating Tech School is accorded permission to reproduce, promote and display student work in hard copy and electronic formats. The participating Tech School and Rail Projects Victoria will not commercialise student IP.

12. Entries will be retained by the participating Tech School for exhibition and display purposes for a period of up to 3 months after the challenge closes, and thereafter will be returned to the team's school.

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13. Stage 2 entries will be judged using the Challenge Evaluation Criteria. Up to six teams will be shortlisted for the Gala Pitch Final Awards and Lunch. The participating Tech School may also nominate additional 'innovation to market' team/s who have submitted an entry with evident commercial viability.

14. Regional Rail Revival Design Challenge 2050 entries will be shortlisted by a panel determined by the participating Tech School comprising Tech School Staff, Rail Projects Victoria Representative(s), and/or Tech school committee members and industry partners. Finalists will be notified by email. Any conflicts of interest identified in this process will be avoided or appropriately managed.

15. Shortlisted teams are required to attend a Pitch Workshop with an industry mentors online on **29 November 2021** where they will finesse their presentation in preparation for the Pitch Final.

16. Shortlisted teams must attend a Pitch Final (Venue TBC) to live pitch their entry on **6 December 2021**.

17. There will be one overall challenge winner and two school category winners. For the overall challenge winner category, teachers should note teams are evaluated in accordance with their respective curriculum age and stage, hence students in these year levels compete on an equal footing.

Winning categories may include but are not limited to and may be adjusted to suit entries received:

- Overall Challenge Winner
- Additional prizes for teams that demonstrate excellence in communication, collaboration and teamwork and market to innovation

Prizes will include but are not limited to:

Little Bits Pro Library valued at $6990 for the overall winning school
Ozobot class sets valued at $1800 as other prizes.

18. In the Shortlisting round, entries will be judged using the Challenge Evaluation Criteria. The Pitch Final Challenge Evaluation Criteria will be used for judging at the final.

19. Regional Rail Revival Design Challenge 2050 winning teams will be determined at the Gala Pitch Final judged by a panel representing any or all of: Department of Education and Training; participating Tech Schools; Rail Projects Victoria senior staff and other community stakeholders.

20. The decision of our judges is final and conclusive in all circumstances and no correspondence will be entered into.

21. Gal Pitch Finalist teams will receive financial support to attend the Gala Pitch Final along with up to four accompanying school or community representatives.

22. No part of a prize is exchangeable for cash or any other prize.

23. The participating Tech Schools reserve the right to amend these rules at any time.

A Team Reflection Template, Evaluation Criteria and Pitch Final Evaluation Criteria will be supplied to registered teams and are available online at regionalrailrevival.vic.gov.au/designchallegne2050

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